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**Bibliography.**

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**Summary.**

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(57) [Abstract]

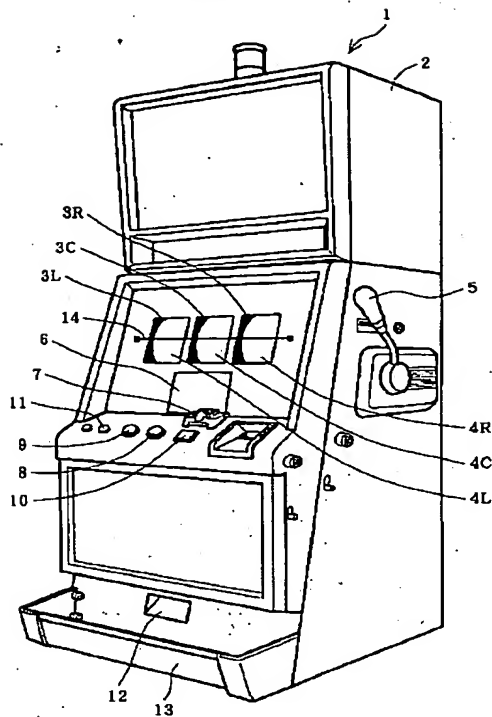
[Technical problem] The game machine which cancels monotony until it waits for the result of the game performed with adjustable display by giving a game person a certain display from the operation start of the adjustable display which displays a pattern required for a game before an end is offered.

[Means for Solution] In the game machine (1) equipped with the adjustable display (4L, 4C, 4R) which indicates two or more patterns required for a game by adjustable, and the control means which control the adjustable display, the display machine (6) which can display arbitrary pictures is formed. The picture displayed on this is determined by the aforementioned control means or another control section in relation to the adjustable display control by the aforementioned control means.

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FIG. 1




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**CLAIMS**

[Claim(s)]

[Claim 1] The picture which possesses the display means which can display arbitrary pictures and is displayed on this display means in the game machine equipped with the adjustable display which indicates two or more patterns required for a game by adjustable, and the control means which control the adjustable display of this adjustable display is a game machine characterized by what it opts for in relation to the adjustable display control by the aforementioned control means.

[Claim 2] The game machine characterized by the aforementioned control means determining and displaying the picture which should be displayed on the aforementioned display means in a game machine according to claim 1.

[Claim 3] It is the game machine characterized by including the display-control section as which the aforementioned display means determines a display image in a game machine according to claim 1 according to the display command from the aforementioned control means, and the display screen which displays the display image determined in this display-control section.

[Claim 4] 3 is [ a claim 1 or ] the game machine characterized by the display image of the aforementioned display means changing with advance of an adjustable display of the aforementioned adjustable display in the game machine of a publication either.

[Claim 5] It is the game machine characterized by being [ of a claim 1 or 3 ] the omen display which makes the combination of a pattern when the aforementioned adjustable display stops the display image of the aforementioned display means in the game machine of a publication expect either.

[Claim 6] It is the game machine which controls the aforementioned control means in the game machine of a publication to be able to perform the game by the adjustable display of the aforementioned adjustable display continuously twice or more, and is characterized by a claim 1 or 3 being the omen display the display image of the aforementioned display means makes the start of the game of the 2nd henceforth expect to be either.

[Claim 7] It is the game machine characterized by being [ of a claim 1 or 3 ] a display required for a game other than the game according [ on the game machine of a publication, and / the display image of the aforementioned display means ] to the adjustable display of the aforementioned adjustable display either.

[Claim 8] It is the game machine which a claim 1 or 3 is the display relevant to [ in the display image of the aforementioned display means ] the aforementioned adjustable display control in under the aforementioned adjustable display in the game machine of a publication either, and is characterized by the aforementioned adjustable display control being a display of another game performed separately at the time of a halt of the aforementioned adjustable display.

[Claim 9] 3 is [ a claim 1 or ] the game machine characterized by being switchable to the display which shows the number of times of generating or the incidence rate of winning a prize [ in / the game of each time / on the game machine of a publication, and / in the display image of the aforementioned display means ], or HAZURE either.

[Claim 10] It is the game machine which the aforementioned adjustable display has two or more change display meanses which carried out the parallel arrangement to the longitudinal direction in a game machine according to claim 1, and is characterized by controlling the aforementioned control means to stop the change display means arranged in the center at the end.

[Claim 11] It is the game machine characterized by the aforementioned display means advancing a tale by indicating two or more pictures by continuation, giving

relevance mutually after being in the reach state used as the display mode of winning a prize in a game machine according to claim 4, if the aforementioned adjustable display displays one more specific pattern.

[Claim 12] The game machine characterized by changing the degree of expectation from which the combination of the pattern when turning off the aforementioned adjustable display serves as a display mode of winning a prize for every display image of the aforementioned display means in a game machine according to claim 5.

[Claim 13] The picture displayed on the last of change of the display image of the aforementioned display means in a game machine according to claim 11 is a game machine characterized by being what shows the display mode and bird clapper of winning a prize of the combination of the pattern when turning off the aforementioned adjustable display.

[Claim 14] It is the game machine characterized by indicating by slow to the picture which returns to a former picture and is again displayed on the aforementioned last from the picture concerned after displaying the picture as which the aforementioned display means is displayed on the aforementioned last in a game machine according to claim 13.

[Claim 15] The aforementioned display means is a game machine characterized by indicating the remaining time until it results in the last picture by countdown for every display image until change of the aforementioned display image advances in a game machine according to claim 11 and it displays the last picture.

[Claim 16] It is the game machine characterized by change of the display image of the aforementioned display means having two or more kinds of advance gestalten in a game machine according to claim 11.

[Claim 17] It is the game machine characterized by changing the degree of expectation to which the combination of a pattern when the aforementioned adjustable display stops two or more aforementioned kinds of advance gestalten for every gestalt in a game machine according to claim 16 is winning a prize.

[Claim 18] The picture displayed on the aforementioned display means after an adjustable display start in a game machine according to claim 16 is a game machine characterized by being the preliminary announcement picture change of the aforementioned display image warns a specific advance gestalt and a specific bird clapper to be after being in the reach state used as the display mode of winning a prize, if the aforementioned adjustable display displays one more specific pattern.

[Claim 19] Claims 1-18 are the game machines characterized by the aforementioned adjustable display being mechanical adjustable display in the game machine of a publication either.

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## DETAILED DESCRIPTION

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### [Detailed Description of the Invention]

[0001]

[The technical field to which invention belongs] this invention relates to a slot machine and the game machine of a pachislot and others equipped with the adjustable display which indicates two or more patterns required for a game by adjustable, and control means, such as a microcomputer (henceforth a microcomputer) which controls this adjustable display.

[0002]

[Description of the Prior Art] For example, the game machine called a slot machine or a pachislot The adjustable display mechanically constituted from arranging two or more rotation reels which expressed two or more patterns in the front display window, Or it has the adjustable display electrically constituted from displaying the pattern on a reel on a screen. According to start operation of a game person, control means drive adjustable display and rotate each reel. Although profits are given to a game person by paying out game media, such as coin, when stopping rotation of each reel one by one by halt operation of a game person automatically after fixed time and the pattern of each reel which appeared in the display window becomes a specific combination (winning-a-prize pattern) That a winning-a-prize pattern gathers on the effective line of a display when the reel which is rotating in a model mainstream now stops is the case where winning a prize is won in internal processing of a game machine (when it specifically wins by the lottery by random number extraction with a microcomputer). This is for solving the problem that management of the rate of coin expenditure from a game machine etc. becomes difficult also for a game store while the result (victory or defeat) of a game will be decided, only a game person's skill will be emphasized and the soundness of a game will be spoiled by a game person's level of skill, if the pattern at the time of a halt is determined only by halt operation (timing) of a game person.

[0003] Although control which stops an adjustable display in the determination of the pattern displayed at the time of a halt of an adjustable display and such a pattern was performed by the microcomputer in such a game machine, for the game person, it was difficult to expect what the display mode at the time of a halt becomes, and it was only waiting for the result of a game to come out until it

actually turned off the adjustable display. Then, the game machine which compensated the object insufficient of a game with performing a certain display other than such a game is proposed.

[0004] For example, when the game drop which is interlocked with generating of a predetermined hit state and operates is formed in JP,8-206328,A and a state occurs in this game drop, even if the great success state of a game machine is completed by hitting and making a game machine into a state, the reverberation can be enjoyed a certain time, and invention of increasing the probability of hit generating of a game machine is indicated.

[0005] Moreover, the subdisplay other than the main display which indicates two or more patterns by adjustable is prepared in JP,8-10385,A, control which interrupts the setup time in which a game is possible without a coin injection is performed, and the slot machine which performs the game in a subdisplay is indicated.

[0006]

[Problem(s) to be Solved by the Invention] However, in the game machine indicated by above-mentioned JP,8-206328,A, time after the hit state of a game machine occurs until the state is completed, and a game machine do not change at all with the conventional thing about waiting until a result comes out from the start of a game, since the game drop formed independently is operated, and a game drop does not operate until the result of the game of the game machine itself comes out.

[0007] Moreover, there are not the former and a change at a point with the monotony of waiting until a result comes from the start of a game, since a subdisplay does not operate while the main display which the game in a subdisplay is performed into the service time produced after the usual game end also in the slot machine indicated by JP,8-10385,A, and performs the game of slot machine original is operating.

[0008] As mentioned above, according to the conventional game machine, even if it established the display means other than the adjustable display for a game, the game person was only looking at the pattern by which it is indicated by adjustable from the original game start before the end.

[0009] The purpose of this invention is giving a game person a certain display from the operation start of the adjustable display which displays a pattern required for a game before an end, and is offering the game machine which canceled monotony until it waits for the result of the game performed with adjustable display.

[0010] Another purpose is offering the game machine which heightened the stage effects which recognize easily the result of the game performed with adjustable display, or can predict it, when a game person looks at the display.

[0011]

[Means for Solving the Problem] In the game machine equipped with the adjustable display which indicates two or more patterns required for a game by adjustable, and the control means which control the adjustable display of this adjustable display, the 1st mode of this invention possesses the display means which can display arbitrary

pictures, and is characterized by determining the picture displayed on this display means in relation to the adjustable display control by control means.

[0012] As a display means, the mechanical display of rotation reel structure used on electric display, such as liquid crystal, and CRT, Light Emitting Diode, or the conventional slot machine can be used. A display image is distinguished and expressed with the various characters which can be expressed with such display, blink of a figure, an animation, or light, etc. As a kind of display image, there are the omen display of "great success", a promotion display which means promotion of "great success", a display which means "great success", a display which means "HAZURE", a display to which "great success" is made to expect, for example, it can store in the storage of a microcomputer beforehand as data.

[0013] In the 2nd mode, the display image which should be displayed on a display means is determined and displayed by control means.

[0014] In the 3rd mode, the display means contains the display-control section which determines a display image according to the display command from control means, and the display screen which displays the display image determined in this display-control section.

[0015] In the 4th mode, the display image of a display means changes with advance of an adjustable display of adjustable display.

[0016] In the 5th mode, the display image of a display means is an omen display which makes the combination of the pattern when turning off an adjustable display expect.

[0017] In the 6th mode, it controls by control means to be able to perform the game by the adjustable display of adjustable display continuously twice or more, and the display image of a display means is an omen display which makes the start of the game of the 2nd henceforth expect.

[0018] In the 7th mode, the display image of a display means is a display required for a game other than the game by adjustable display.

[0019] In the mode of the octavus, the display image of a display means is the display relevant to the adjustable display control according to control means in under an adjustable display, and the adjustable display control according to control means in the time of a halt of an adjustable display is a display of another game performed separately.

[0020] In the 9th mode, the display image of a display means is switchable to the display which shows the number of times of generating or the incidence rate of winning a prize in the game of each time, or HAZURE.

[0021] Adjustable display has two or more change display meanses which carried out the parallel arrangement to the longitudinal direction, and controls them by the 10th mode to stop a change display means to arrange in the center by control means, at the end.

[0022] In the 11th mode, if an adjustable display displays one more specific pattern, after being in the state of being winning a prize, change of the display image of a



display means is formed by indicating two or more pictures by continuation, giving relevance mutually so that a tale may be gone on.

[0023] In the 12th mode, the display image of the display means which shows an omen display is changing the degree of expectation (or reliability) to which the combination of the pattern when turning off an adjustable display is winning a prize for every display image.

[0024] In the 13th mode, the picture displayed on the last of change of the display image of a display means shows the winning-a-prize mode of the combination of the pattern when turning off an adjustable display.

[0025] In the 14th mode, after displaying the picture displayed at the end, a display means returns from the picture concerned to a former picture, and indicates by slow to the picture displayed at the end again.

[0026] In the 15th mode, the remaining time until it results in the last picture for every display image is indicated by countdown until change of the display image of a display means advances and it displays the last picture.

[0027] In the 16th mode, change of the display image of a display means has two or more kinds of advance gestalten.

[0028] In the 17th mode, two or more kinds of advance gestalten are changing the degree of expectation to which the combination of the pattern when turning off an adjustable display is winning a prize for every gestalt.

[0029] In the 18th mode, after an adjustable display start, the specific picture displayed on a display means is a preliminary announcement picture change of the display image after being in the state of being winning a prize warns a specific advance gestalt and a specific bird clapper to be, when an adjustable display displays one more specific pattern.

[0030] In the 19th mode, the aforementioned adjustable display is mechanical adjustable display.

[0031]

[Function and Effect] As for the game machine of this invention, according to the 1st mode of this invention, at the time of a game, control means control the adjustable display of adjustable display. And with the pattern displayed at the time of a halt of an adjustable display, a game result is winning a prize or un-winning a prize (so-called "HAZURE"), and it appears. The adjustable display control by control means is controlling an adjustable display to determine the pattern which should be displayed corresponding to a game result at the time of a halt of an adjustable display, and to stop in the pattern. The picture determined in relation to this control is displayed on the display means established apart from adjustable display. Thereby, a game person can expect or expect the result of a game during the adjustable display by adjustable display.

[0032] According to the 2nd mode, the picture determined in relation to the above-mentioned adjustable display control is determined by control means. This picture is a display required in order to perform a display as shows the state of the control

performed corresponding to the contents (kind of winning a prize, HAZURE, and winning a prize etc.) of the game result determined by control means, or the below-mentioned another game.

[0033] Since the display-control section as which the display means itself determines a display image according to the display command from control means is included according to the 3rd mode, the decision of a display image is made in the display-control section.

[0034] According to the 4th mode, since the display image of the above-mentioned display means changes with advance of an adjustable display of adjustable display, a game person senses that the game result is changing with time, and can continue hoping for the result.

[0035] Since a game person looks at the omen display since the above-mentioned display image is the omen display which makes it expect, the combination, i.e., the game result, of a pattern when turning off an adjustable display, according to the 5th mode, and results, such as "great success", can be expected, the interest of a game increases.

[0036] Since it is made for the omen display which makes a display means expect the start of the game of the 2nd henceforth to appear according to the 6th mode while being able to perform the game by adjustable display continuously twice or more, even if the first game by adjustable display is completed, a game person can see the omen display which appears in a display means, can predict the start of the game of the 2nd henceforth, and can expect the following game.

[0037] Since it is made to perform a display required for a game other than the game by adjustable display as the above-mentioned display image according to the 7th mode, a game person gets mixed up and, simultaneously with the game of an original adjustable display, can enjoy another game.

[0038] According to the mode of the octavus, another game in the above-mentioned display means is related with the game result of an adjustable display, and is controlled, or is controlled independently. Although carried out without consuming game media, such as coin, you may set this up so that consumption of coin etc. may be required as the start of another game, or conditions for winning a prize. Moreover, the game machine itself does so that change of the content of a display of a display means to perform another game is possible, then an effect which changed the content of a game, without changing.

[0039] Another game can be enjoyed by another game by the display means being started when an adjustable display is turned off even if it was decided that a game result would be "HAZURE", since according to the 9th mode the above-mentioned display means performs the display relevant to the adjustable display control in under the adjustable display of an original game and it is made to display a game with a separate adjustable display control at the time of a halt of an adjustable display.

[0040] Moreover, a game person can judge whether it is the base out of which a hit

of the game machine which is going to begin a game tends to come by performing the history display which shows the number of times of generating or the incidence rate of winning a prize in the game of each time, or HAZURE as a picture displayed on a display means.

[0041] Since the above-mentioned adjustable display is controlled to stop a change display means to arrange in the center among two or more change display meanses which carried out the parallel arrangement to the longitudinal direction, at the end according to the 10th mode, the sense of togetherness of the display image of a display means and the halt result of adjustable display can be directed by arranging the above-mentioned display means in the center.

[0042] Since according to the 11th mode the picture of a display means changes so that a tale may be gone on by indicating two or more pictures by continuation, giving relevance mutually after being in the state of being winning a prize, if the above-mentioned adjustable display displays one more specific pattern A game person can be made to maintain a hope, while the expectation for a game result grows and a game result even comes out, since attention of a game person gathers for the picture of a display means.

[0043] Change can be given to a game person at the hope for a game result until it turns off an adjustable display, since the degree of expectation (or reliability) to which the combination of the pattern when turning off an adjustable display is winning a prize is changed by each picture according to the 12th mode.

[0044] According to the 13th mode, the picture displayed on the above-mentioned display means at the end can show the winning-a-prize mode of the combination of the pattern when turning off an adjustable display, and a game person can recognize winning a prize easily.

[0045] Since according to the 14th mode it returns to a front picture for a while and indicates by slow to the last picture again after the above-mentioned display means displays the last picture, interest in case a game result is winning a prize can be raised further.

[0046] A game person can be made to maintain a feeling of tension until a game result is displayed, since the remaining time until a game result serves as a specific winning-a-prize gestalt for every display image is indicated by countdown according to the 15th mode.

[0047] According to the 16th mode, since it has two or more kinds of advance gestalten, the monotony of the conventional game is fully canceled and change of a display image can raise the interest of a game.

[0048] Since the degree of expectation to which the combination of the pattern when turning off an adjustable display is winning a prize is changed for every advance gestalt according to the 17th mode, a game person Since the degree of expectation can be recognized not only from one picture but from the advance gestalt of a picture Since the advance display of the picture which gave change to the degree of expectation with the expectation for a game result is observed until it

turns off an adjustable display and a game can be attended, making a feeling of tension maintain, width of face can be given to the game nature which is not in the former.

[0049] Since the preliminary announcement picture change of a display image warns a specific advance gestalt and a specific bird clapper to be is displayed after an adjustable display start, when it becomes advantageous [ the specific advance gestalt ] to a game person according to the 18th mode, a game person can attend change of the picture developed after that with a hope by seeing the preliminary announcement picture.

[0050]

[Embodiments of the Invention] Drawing 1 is the perspective diagram showing the appearance of the slot machine of one example of this invention. Although this slot machine 1 is a game machine which plays a game; using coin, a medal, or a token as a game medium; below, it is explained as what uses a medal.

[0051] Three display windows 3L, 3C, and 3R horizontally located in a line are formed in the transverse plane of the cabinet 2 which forms the whole slot machine 1, and various patterns are displayed on the winning-a-prize line 14 of the center of each display window, or the position of the upper and lower sides (refer to drawing 6 ). These patterns are drawn on the front face of the sheet which forms the periphery side of three rotation reels 4L, 4C, and 4R arranged inside a cabinet 2 corresponding to display windows 3L, 3C, and 3R. Mechanical adjustable display is constituted by these rotation reels. The start lever 5 for rotating the above-mentioned reel by operation of a game person is attached in the lateral portion of a cabinet 2 free [ rotation ] in the predetermined angle range. Moreover, in the center of a lower part of the display window of the transverse-plane section of a cabinet 2, the liquid crystal display 6 as an example of the display means in this invention is arranged. The display image is explained in detail later.

[0052] By push button operation of 8 or 1 spin switch for putting the aforementioned reel into operation by push button operation under the liquid crystal display 6 apart from operation of the medal input port 7 which puts in the medal of a game medium, and the above-mentioned start lever 5 Among the medals by which the credit is carried out, only one sheet The maximum BET switch 10 for betting the medal of the maximum number of sheets which can be risked on the game of 9 or 1 1-BET switch for risking on a game, and the C/P switch 11 which switches the credit/expenditure of the medal which the game person gained by push button operation are arranged. The medal receptacle section 13 grade which collects the medal paid out of the medal expenditure mouth 12 of the transverse-plane lower part by the change of the C/P switch 11 in the transverse-plane lower part of a cabinet 2 is arranged.

[0053] Drawing 2 shows the circuitry containing the control section which controls game processing operation in a slot machine 1, and the peripheral device (actuator) electrically connected to this.

[0054] In this case, control means make a microcomputer 20 a main component, add the circuit for a random number sampling to this, and are constituted. CPU21 which performs control action according to the program to which the microcomputer 20 was set beforehand, the clock pulse generating circuit 24 and counting-down circuit 25 which generate a criteria clock pulse in CPU21 including ROM22 and RAM23 which are a storage means, the random number generator 26 which generates the random number sampled, and the random number sampling circuit 27 are connected. In addition, as a means for a random number sampling, you may constitute so that a random number sampling may be performed within a microcomputer 20 (i.e., on the program of CPU21 of operation). In this case, it is also possible to be able to omit a random number generator 26 and the random number sampling circuit 27, or to leave as an object for backup of a random number sampling action.

[0055] Information and data required in order to perform processing which displays two or more display images of the after-mentioned besides game control of a slot machine on the screen of a liquid crystal display 6 are stored in ROM22 of a microcomputer 20.

[0056] In the circuit of drawing 2, as main actuators with which operation is controlled by the control signal from a microcomputer 20 The stepping motors 15L, 15C, and 15R which carry out the rotation drive of the aforementioned reels 4L, 4C, and 4R, respectively, There are the hopper (the mechanical component for expenditure is included) 30 which contains the medal of a game medium, and the above-mentioned liquid crystal display 6, and it connects with the outgoing end of CPU21 through the motorised circuit 31, the hopper drive circuit 32, and the liquid crystal drive circuit 16, respectively. These drive circuits control operation of each actuator in response to control signals, such as drive instructions outputted from CPU21.

[0057] moreover, as main input signal generating meanses to generate an input signal required since a microcomputer 20 generates a control signal Medal sensor 7S which detect the medal thrown into medal input port 7, start switch 5S which detect operation of the start lever 5, a maximum of [ the spin switch 8, the 1-BET switch 9, and ] — the reel position detector 34 which supplies the signal for detecting the position of each reel in response to the pulse signal from the reel rotation detector of the BET switch 10, the C/P switch 11, and adjustable display to CPU21 — and When the number-of-sheets data with which the enumerated data of the medal detecting element 35 which detects the medal paid out of the hopper 30 was specified are reached, the completion signal circuit 36 of expenditure which supplies the signal for detecting the completion of medal expenditure to CPU21 is connected to the input edge of CPU21.

[0058] In the circuit of drawing 2, a random number generator 26 generates the random number belonging to the predetermined numerical range, and a sampling circuit 27 samples one random number to suitable timing, after the start lever 5 is operated. In this way, the sampled random number will generate a "winning-a-prize

request signal", if it is judged whether it belongs to the winning-a-prize field which is stored in the storage section in ROM22 and which was appointed beforehand and it belongs to the winning-a-prize field.

[0059] After rotation of Reels 4L, 4C, and 4R is started, counting of the number of the driving pulses supplied to each of stepping motors 15L, 15C, and 15R is carried out, and the enumerated data is written in the predetermined area of RAM23. A reset pulse is obtained from Reels 4L, 4C, and 4R for every one revolution, and these pulses are inputted into CPU21 through the reel position detector 35. CPU21 clears to "0" the driving pulse enumerated data stored in RAM23 by the reset pulse obtained in this way. Thereby, in RAM23, the enumerated data corresponding to the rotation position of one revolution within the limits is stored about each reels 4L, 4C, and 4R.

[0060] Since the rotation position and pattern of the above reels 4L, 4C, and 4R are matched, the pattern table is stored in ROM22. Furthermore, the winning-a-prize pattern combination table is stored in ROM22. On this winning-a-prize pattern combination table, the combination of the pattern which is winning a prize, the medal dividend number of sheets of winning a prize, and the winning-a-prize judging code showing the winning a prize are matched. A winning-a-prize pattern combination table is referred to, while controlling Reels 4L, 4C, and 4R, and when performing the winning-a-prize check after [ all ] a reel halt.

[0061] Moreover, below-mentioned "routine pattern" is displayed on a liquid crystal display 6 before generating of the above "a winning-a-prize request signal", and the data in which the criteria for choosing two or more display image data containing the program, and the routine pattern and the production pattern for performing processing which displays a "production pattern", and the picture which should be displayed out of these etc. are shown are stored in ROM22 after generating of a "winning-a-prize request signal."

[0062] Drawing 3 shows the procedure of operation which controls the display of a liquid crystal display 6. When CPU as the display-control section is given to the display means like a liquid crystal display 6 itself, you may make it the CPU determine a display image according to the display command (for example, display command corresponding to the kind or HAZURE of winning a prize) from CPU21 as game control means, although this processing is performed by CPU21 of the microcomputer 20 which is the game control means of a slot machine 1.

[0063] In drawing 3, if the power supply of a game machine (slot machine 1) is turned on [ it ] first (step ST 1), CPU as control means will display a "routine pattern" on the screen of a liquid crystal display 6 (ST2). If a game person does predetermined operation here (i.e., if the start lever 5 or the spin switch 8 is operated after throwing a medal into medal input port 7 or operating the 1-BET switch 9 or the maximum BET switch 10), Reels 4L, 4C, and 4R will rotate, and an adjustable display will be started (ST3). At this time, it judges winning a prize / un-winning a prize based on the random number extracted by random number sampling

(ST4). And it judges whether the "winning-a-prize request signal" occurred (ST5), and a display image is determined according to the judgment result. That is, if the "winning-a-prize request signal" has not occurred, a specific production pattern is chosen out of the production pattern group for "HAZURE" (ST6). When a "winning-a-prize request signal" occurs, it judges whether the "winning-a-prize request signal" corresponds to "great success" (ST7). If it is "NO", the production pattern for "per smallness" will be chosen out of the production pattern group of \*\* (ST8), and if it is "YES", the production pattern for "great success" "great success" of the specification out of the production pattern group of \*\* will be chosen (ST9).

[ "per smallness" ] [ specific ] Here, each above-mentioned production pattern group (production pattern group the production pattern group of \*\* and for "per [ HAZURE" / " / the production pattern group of \*\* and ]" "great success") is formed by two or more production patterns, respectively, and is stored in ROM22. And the pattern chosen in this way is displayed on a liquid crystal display 6 (ST10), and about the reels 4L, 4C, and 4R under rotation, halt control according to the winning-a-prize request signal is performed (ST11), and it ends.

[0064] In the above-mentioned processing, the adjustable display of ST3 is realized, when CPU21 sends a driving signal to the motorised circuit 31, drives stepping motors 15L, 15C, and 15R and rotates Reels 4L, 4C, and 4R. Moreover, the winning-a-prize judging of ST4 is realized by judging to which group the value of the random number which sampled the random number and was extracted belongs on the aforementioned winning-a-prize probability table from a random number generator 26 to proper timing. And when judged with winning a prize, CPU21 sends the signal which carries out halt control of the reels 4L, 4C, and 4R to the motorised circuit 31 at the pattern display position corresponding to the kind of winning a prize. Thereby, halt control of ST11 is realized.

[0065] CPU21 performs simultaneously operation which sends the reel halt control signal based on the above-mentioned winning-a-prize judging to the motorised circuit 31, and operation which sends the pattern display signal based on selection of the "production pattern" which displays a screen on a liquid crystal display 6 to the liquid crystal drive circuit 16. Therefore, while halt control of the rotation reel is carried out, a production pattern is displayed on the screen of a liquid crystal display 6. A "production pattern" is explained in detail later.

[0066] When it judges with winning a prize, CPU21 supplies the medal expenditure command signal corresponding to the kind of winning a prize to the hopper drive circuit 32, and pays the medal of the predetermined number out of a hopper 30. Counting of the number of sheets of the medal which pays the medal detecting element 35 out of a hopper 30 in that case is carried out, and when the number-of-sheets data with which the enumerated data was specified are reached, the completion signal circuit 36 of expenditure pays out CPU21, and inputs a completion signal. Thereby, CPU21 stops the drive of a hopper 30 through the hopper drive circuit 32, and ends expenditure processing of a medal.

[0067] as mentioned above, on the slot machine 1 of an example CPU as control means judges generating of a "winning-a-prize request signal." While performing halt control of Reels 4L, 4C, and 4R so that the pattern of "HAZURE" may be located in a line, "great success" beforehand set to the winning-a-prize line according to the result or the pattern "per smallness" The display of a liquid crystal display 6 is controlled to display the production pattern with which a game person can expect generating of "great success", "per smallness", or "HAZURE."

[0068] On the other hand, when liquid-crystal-display 6 the very thing is equipped with CPU as the display-control section, CPU21 as game control means sends the instructions which a game person makes display the production pattern which can expect generating of "great success", "per smallness", or "HAZURE" on a liquid crystal display 6 to CPU of a liquid crystal display 6, when performing the above-mentioned reel halt control. According to this, CPU of a liquid crystal display 6 determines a display image, and displays it on a screen.

[0069] Drawing 4 shows changes of a display about the "routine pattern" and the "production pattern" which are displayed on the screen of a liquid crystal display 6. Drawing 6 - drawing 27 show the example of the display image of the display state in the display windows 3L, 3C, and 3R of Reels 4L, 4C, and 4R, and a liquid crystal display 6. Here, the display of display windows 3L, 3C, and 3R will be winning a prize, if a specific pattern gathers along with the winning-a-prize line 14 prepared in the center of display windows 3L, 3C, and 3R when rotation of Reels 4L, 4C, and 4R stops.

[0070] Drawing 6 shows the example of the display image of the display state in the display windows 3L, 3C, and 3R before Reels 4L, 4C, and 4R rotate, and a liquid crystal display 6. Here, the "title of a game" of one example of a routine pattern is displayed on the liquid crystal display 6 (G1). In addition to this, this routine pattern (G1) has the display of "explanation of a game", or "explanation in case reach occurs." When a routine pattern has two or more of these pictures, you may display one by one by the predetermined time interval.

[0071] Drawing 7 shows the example of the display image of the display state in the display windows 3L, 3C, and 3R immediately after Reels 4L, 4C, and 4R start rotation, and a liquid crystal display 6, a routine pattern disappears to a liquid crystal display 6, and the usual picture (G2) in which "the cowboy over the horse" appears is displayed. Here, immediately after the rotation start of Reels 4L, 4C, and 4R, when changing the color of a background, without erasing the routine pattern of a liquid crystal display 6, it is useful as stage effects showing the start of a game. Moreover, as no pictures are displayed on a predetermined time until it starts the display of a production pattern to a liquid crystal display 6, and a liquid crystal display 6 after the rotation start of Reels 4L, 4C, and 4R, you may give stage effects which heighten the feeling of tension which faces the start of a game.

[0072] Drawing 8 - drawing 27 show the example of the production pattern displayed on a liquid crystal display 6 one by one.



[0073] Usually, after indicating the picture (G2) by the predetermined time, either of the "beer bottles" as first shown in "Pegasus" as shown in drawing 8, a "bird" as shown in drawing 9, and drawing 10 usually appears on a picture (G3-G5). Each of these pictures is preliminary announcement displays which announce beforehand the appearance of display windows 3L and 3C and the reach state to which two specific patterns gathered in 3R. The picture (G5) in which a "beer bottle" as shown in drawing 10 appears announces beforehand that the appearance of a reach state decided the picture (G4) in which a "bird" as announces beforehand that a reach state appears in 50% of probability and shows it to drawing 9 appears by 100% of probability. Moreover, the picture (G3) in which "Pegasus" as shown in drawing 8 appears announces beforehand that directing the below-mentioned "super reach" was decided by 100% of probability, after a reach state appears.

[0074] Drawing 12 shows the display state in the display windows 3L, 3C, and 3R when rotation of the reels 4L and 4R on either side stops, and expresses the reach state to which the specific pattern "7" was equal to right and left. In this case, a liquid crystal display 6 displays the rodeo start picture in the state "where the horse has overrun recklessly" (G6). However, when the display state in the display windows 3L, 3C, and 3R when rotation of the reels 4L and 4R on either side stops will not be in a reach state, as shown in drawing 11, it returns to the above-mentioned usual picture (G2).

[0075] halt control of rotation of Reels 4L, 4C, and 4R here — reel 4C — the last — \*\*\*\*\* — since the liquid crystal display 6 was arranged in the center, it was made like for directing the sense of togetherness of the display image of a liquid crystal display 6, and the halt result of a reel

[0076] Next, the state "a cowboy riots and it is fighting with the horse" as shown in drawing 13 after indicating the rodeo start picture (G6) by the predetermined time usually riots, and a picture (G7) is displayed. At this time, a number "7" is displayed on the screen upper left direction of a liquid crystal display 6. This expresses the remaining time (the number of seconds) until the display in a display window when rotation of central reel 4C stops will be "becoming it a great success." As it is indicated in drawing 27 as "great success", the display in a display window expresses the state where all "7" gathered on the winning-a-prize line 14.

Therefore, it will become "great success" if this number indicates by countdown to "0" (i.e., if the cowboy who rioted and rode on the horse overcomes for 7 seconds).

[0077] Next, the case where usually rioting and directing the super reach (G8) which is a specific pattern on the screen of a liquid crystal display 6 after a picture (G7) display is determined is explained.

[0078] Changes of the display of super reach production to drawing 5 are shown. If this super reach is directed, since it will be guaranteed that a bird clapper does not have a display state in the display windows 3L, 3C, and 3R when rotation of all reels stops with "HAZURE", and it wins a prize in a certain form, a game person can observe expansion of future display images, swelling the expectation for "great

success" with sense of security. Therefore, since it announces beforehand that the display image (G3) in which "Pegasus" as shown in above-mentioned drawing 8 appears displays super reach production by 100% of probability after a reach state appears, the front shell and those [ game ] who will be in a reach state in this case can recognize winning a prize and a bird clapper in a certain form.

[0079] Super reach production (G8) displays the "face UP of wild rampage horse" picture (g1) as usually rioted and shown in the screen of a liquid crystal display 6 after 1-second progress from a picture (G7) at drawing 14 (the remaining time 6 (second) until it is becoming it a great success is also displayed), and begins. And it is divided into three patterns after displaying the "face UP of wild rampage horse" picture (g1) for 1 second.

[0080] "as shows the 1st pattern first to drawing 15 — the remaining time until it riots, a horse quiescence" picture (g2) is displayed (the remaining time 5 (second) until it is becoming it a great success is also displayed) and it becomes "great success" after that in 4 — 1 second As are shown in drawing 16, and rotation of all reels stops and the display in display windows 3L and 3C and 3R shows "per smallness", when it is determined, When the screen of a liquid crystal display 6 also displays the "cowboy landing" picture (g5) corresponding to it simultaneously with a rotation halt of central reel 4C and ends a game, As the display in display windows 3L and 3C and 3R shows "great success", when it is determined, as shown in drawing 17 A "begging dance man appearance" picture (g6) is displayed, and after digesting the remaining time until it is "becoming it a great success", while rotation of all reels stops, a "cowboy pleasure" picture (G11) as shown in drawing 27 may be displayed on a liquid crystal display 6. the display of the here above-mentioned "begging dance man appearance" picture (g6) — " — the feeling of tension of the game person who notes whether it riots and a cowboy falls off his horse for 5 seconds from the display of a horse quiescence" picture (g2) to the display of a "cowboy pleasure" picture (G11) can be changed at a stretch at a feeling of relief By such production, he can feel easy, maintaining a hope, and can face a game result, and change can be given to a game, and interest increases further.

[0081] In the 2nd pattern, a "dust start" picture (g3) as shown in drawing 18 is displayed first (the remaining time 5 (second) until it is "becoming it a great success" is also displayed). Then, rotation of central reel 4C stops, and as the display in display windows 3L and 3C and 3R shows "per smallness", when it is determined, the "cowboy landing" picture (g5) which expresses "per smallness" simultaneously [ a liquid crystal display 6 ] with a rotation halt of central reel 4C is displayed. Although a game person gains the profits corresponding to the winning a prize and a game is ended, when the remaining time until a "dust start" picture (g3) is "becoming it a great success" is digested, a "dust end" picture (g7) as shown in drawing 19 at the moment (remaining time display 0) is displayed. However, to a game person, although it seems to this picture that the cowboy fell off his horse as shown in drawing 19, since it is displayed only for a moment, it cannot be

distinguished whether winning a prize was missed. Then, while a game person can distinguish calmly what picture is finally displayed by carrying out rewinding reproduction by the below-mentioned slow motion display, the feeling of disappointment by recognition of the "dust end" picture (g7) which seemed to have missed winning a prize can make it change with the rewinding reproduction by this slow motion display to a hope.

[0082] After the rewinding reproduction by slow motion display displays a "slow motion replay start" picture (g8) as shown in drawing 20 first immediately after the display of a "dust end" picture (g7), it returns 0.3 seconds before a "dust end" picture (g7), and starts the rewinding reproduction by slow motion display. Here, as shown in drawing 5, while rotation of central reel 4C is stopped just before displaying a "slow motion replay start" picture (g8) and "great success" is shown in the display in display windows 3L and 3C and 3R, a "cowboy pleasure" picture as shown in drawing 27 may be displayed on a liquid crystal display 6, and the profits corresponding to the winning a prize may be able to be gained.

[0083] The picture (g9 and g10) the rewinding reproduction by slow motion display "is fighting [ a cowboy riots and ] with the horse" as shown in drawing 21 and drawing 22 is slowly reproduced by slow motion display with the countdown display of the remaining time until it is "becoming it a great success." As shown in drawing 5, when the remaining time is 0.1, rotation of central reel 4C stops. If a "cowboy fall-from-a-horse" picture (g11) as shown in drawing 23 is displayed and a game is not ended while the display in display windows 3L and 3C and 3R shows "per smallness" At the moment of digesting the remaining time (remaining time display 0), rotation of central reel 4C stops, and while the display in display windows 3L and 3C and 3R shows "great success", a "cowboy pleasure" picture (G11) as shown in drawing 27 is displayed on a liquid crystal display 6.

[0084] The remaining time until the picture (g4) "for which he is disguised as a pierrot" as shown in drawing 24 is displayed first (the remaining time 5 (second) until it is becoming it a great success is also displayed) and the 3rd pattern serves as "great success" after that in 4 - 1 second When it is determined that rotation of central reel 4C stops and the display in display windows 3L and 3C and 3R will show "per smallness" as shown in drawing 16, Except a liquid crystal display 6 also displaying the "cowboy landing" picture (g5) corresponding to it, repaying the profits corresponding to the winning a prize, and ending a game Rotation of central reel 4C is stopped at the moment of digesting the remaining time (remaining time display 0). While the display in display windows 3L and 3C and 3R shows "great success", a "cowboy pleasure" picture (G11) as shown in drawing 27 can be displayed on a liquid crystal display 6, and a game person can gain the profits corresponding to the winning a prize.

[0085] Although the above is three patterns of super reach production, there is "no HAZURE", and since it hits and becomes "", all will surely look at advance of the tale which a game person has a big hope and is developed to the display screen after

that by the display of the "face UP of wild rampage horse" picture (g1) which announces super reach production beforehand. However, an important role is played, when raising the interest of the whole game, since it directs as [ so that attention may not be diverted ] until "great success" was not necessarily guaranteed and a game person results in a game result as the above [ super reach production ] just because it determined super reach production.

[0086] in drawing 4, it is determined again that super reach production will not display — having — " — usually — rioting — " — the remaining time until it becomes "great success" after a picture (G7) display in 6 = 1 second. When rotation of all reels stops and the display windows 3L and 3C at that time and the display in 3R show "per smallness" A "cowboy landing" picture (g5) as shown in drawing 16 is displayed on a liquid crystal display 6, and when "HAZURE" to which the display in display windows 3L and 3C and 3R missed winning a prize is shown, a "cowboy fall-from-a-horse" picture (G10) as shown in drawing 26 is displayed on a liquid crystal display 6. moreover, — even if it does not display the production of the above pictures on a liquid crystal display 6 — " — usually — rioting — " — it may be "becoming it a great success" as it is after a picture (G7) display. Therefore, even when there is no production, the hope for "great success" can be made to hold in a game person in this invention.

[0087] Moreover, before the display of the preliminary announcement display (G3, G4, G5) in which it is usually immediately after the display of a picture (G2), and "Pegasus", a "bird", and a "beer bottle" appear. When the picture (G12) "for which he is disguised as a pierrot" as shown in drawing 25 is displayed on a liquid crystal display 6. While rotation of all reels will stop after that and the display in display windows 3L and 3C and 3R will be "becoming it a great success", a "cowboy pleasure" picture (G11) as shown in drawing 27 is displayed on a liquid crystal display 6, and a game person gains the profits corresponding to the winning a prize. In this case, as shown in drawing 25, when the picture (G12) "for which he is disguised as a pierrot" is displayed, a game person can recognize the appearance of "great success" by 100% of probability.

[0088] Each picture displayed on the screen of the above-mentioned liquid crystal display 6 has the degree of expectation which is "becoming it a great success" independently, respectively, and the value is changed by each picture. The degree of expectation from which the value expressed with the "%" display in drawing 4 and drawing 5 serves as "great success" which each picture has is shown. Therefore, it becomes possible to set up the case where it decreases since the degree of expectation which is "becoming it a great success" also changes with change of a picture, when it takes to advance of a picture and the degree of expectation increases etc. for example, — the time of a picture advancing and a "pierrot transformation" picture (g4) being displayed in drawing 5, although it was the 34% of the degrees of expectation at the time of the "face UP of wild rampage horse" picture (g1) display — the degree of expectation — 70% — increasing — " — when

it riots and a horse quiescence" picture (g2) is displayed, it is decreasing with the 20% of the degrees of expectation. Moreover, when the degree of expectation is increasing from the 36% of the degrees of expectation of a "dust start" picture (g3) to 60% of the "dust end" picture (g7) and a "slow motion replay start" picture (g8) is displayed after that, 50% and the degree of expectation decrease. Thus, a game person not only recognizes the degree of expectation for every picture, but it becomes possible to recognize the degree of expectation with the advance pattern of a picture. Furthermore, since a game person observes the advance display of the picture which gave change to the degree of expectation with the expectation for a game result until a reel stops and he can attend a game, making a feeling of tension maintain, the monotony of the conventional game is fully canceled and he can give width of face to game nature.

[0089] Moreover, the picture displayed on a liquid crystal display 6 enables skill so much to expect advance of various games to \*\*\*\*\*, while being able to grasp the advance form of a game easily also by the beginner. Furthermore, the probability displayed on a liquid crystal display 6 is assigned to each picture displayed on the screen of the above-mentioned liquid crystal display 6, respectively, and appearance probability is low set to it like the picture with the high degree of expectation to which the fraction display of drawing 4 and drawing 5 expresses the appearance probability of each picture, and is "becoming it a great success." However, the time displayed as the number of times of a game is piled up, even if it is the low picture of appearance probability can be expected now, and the skilled game person can also make the interest over a game maintain over a long period of time now.

[0090] Although the above-mentioned example is equipped with the liquid crystal display as a display means, it can perform the same production as the display image of the above-mentioned example also with the mechanical display suspended and displayed with the arbitrary pictures in two or more pictures like the electric display which arranged many point drops, such as a display unit like CRT, and Light Emitting Diode, instead of or rotation reel structure. [ a liquid crystal display ] Moreover, you may realize the display image which makes a game state favorable for a game person, or a dangerous state recognize by the abstract display of those other than a character or a picture (for example, blink of a lamp). Moreover, in addition to visual meanses, such as a display image and blink of a lamp, a recognition means with sound is also employable. As for this, it is desirable to make it correspond with change of a picture, blink of a lamp, etc.

[0091] Moreover, although it is made to display the control state of the adjustable display corresponding to the result of an original game on a liquid crystal display 6, you may make it display the picture which can do another game in a liquid crystal display 6 in the above-mentioned example. In this case, the data and the executive program of a display image for another game are stored in ROM22 of a microcomputer 20. And CPU21 performs processing shown in drawing 28 and drawing 29.

[0092] In drawing 28 , if the power supply of a game machine is turned on [ it ] first (ST21), CPU as control means will display a "routine pattern" on a liquid crystal display 6 (ST22). If a game person does predetermined operation here (i.e., if the start lever 5 or the spin switch 8 is operated after throwing a medal into medal input port 7 or operating the 1-BET switch 9 or the maximum BET switch 10), Reels 4L, 4C, and 4R will rotate, and an adjustable display will be started (ST23). At this time, it judges winning a prize / un-winning a prize based on the random number extracted by random number sampling (ST24). And the point of judging whether the "winning-a-prize request signal" having occurred (ST25), and determining the display mode of winning a prize or not winning a prize, according to the judgment result is the same as that of processing of drawing 3 .

[0093] However, in processing of drawing 28 , the display image of a liquid crystal display 6 is the pattern which can perform two or more games as another game. Namely, if the "winning-a-prize request signal" has not occurred in the judgment of the above ST 25, CPU "Game 1" when the pattern of \*\* is chosen (ST26) and a "winning-a-prize request signal" occurs. It judges whether a "winning-a-prize request signal" corresponds to "great success" (ST27); if it is "NO", the pattern for "games 2" will be chosen (ST28), and if it is "YES", the pattern for "games 3" will be chosen (ST29). Although the pattern which appears on the screen of a liquid crystal display 6 is the same as "a game 1", "a game 2", and "a game 3", things different; respectively, such as a game from which winning-a-prize probability differs, or a game from which the appearing pattern and winning-a-prize probability differ, are set up beforehand.

[0094] Next, it judges whether the conditions which start the game chosen as mentioned above were ready (ST30). As a start condition, arbitrary things, such as a halt of one reel, a halt of two reels, a halt of all reels, and predetermined-time progress, are defined beforehand, for example. When a start condition is except "a halt of all reels", the game by the display of a liquid crystal display 6 will be started during rotation of a reel, and an original game and another game in a liquid crystal display 6 will be performed simultaneously.

[0095] When a start condition is ready in the above-mentioned judgment, as shown in drawing 29 , processing for displaying the selected pattern for games on the screen of a liquid crystal display 6 is performed (ST31), and the game by it is performed. And the winning-a-prize judging of this game is performed (ST32). Although judgment of winning a prize by random number sampling or not winning a prize, and the judgment of the kind of winning a prize are sufficient as this winning-a-prize judging like an original game, it may prepare a winning-a-prize judging special for this game.

[0096] When judged with winning a prize, winning-a-prize processing is performed (ST33). or [ that this displays a specific winning-a-prize mode on a liquid crystal display 6, and also is the same as processing when the specific pattern of Reels 4L, 4C, and 4R is equal to the winning-a-prize line 14 as mentioned above ] -- or any of

the processing separately determined as it are sufficient On the other hand, when judged with un-winning a prize, processing in which a prize is not won is performed (ST34). That is, the specific mode non-winning a prize is displayed on a liquid crystal display 6. Then, about the reels 4L, 4C, and 4R under rotation, halt control is performed (ST35) and it ends.

[0097] Drawing 30 shows the example of the display image of another game performed by the liquid crystal display 6 in relation to the game by Reels 4L, 4C, and 4R. In this example, the picture of three move symbol trains 6L, 6C, and 6R which perform the adjustable display of two or more kinds of patterns like three reels 4L, 4C, and 4R which perform the adjustable display of an original game is displayed on the screen of a liquid crystal display 6.

[0098] Another game of this example is the case of the "bonus game" started when the pattern located in a line along with the winning-a-prize line 14 when rotation of Reels 4L, 4C, and 4R stopped gathers in a specific winning-a-prize mode. At this time, the medal of predetermined number of sheets pays out a game person as profits beforehand defined corresponding to the mode of the winning a prize. And by the start of a "bonus game", an adjustable indication of the three symbol trains 6L, 6C, and 6R is given at the screen of a liquid crystal display 6, and when predetermined time progress is carried out, movement of each symbol trains 6L, 6C, and 6R stops. If a specific symbol "DOUBLE" is located on central line 14' at this time, the medal of predetermined number of sheets will pay out a game person again. Therefore, the opportunity for the profits gained by winning a prize of an original game to double by the "bonus game" is given to a game person.

[0099] By moreover, the case of the "lottery game" started when the pattern located in a line along with the winning-a-prize line 14 as other examples of another game when rotation of Reels 4L, 4C, and 4R stopped gathers in a specific winning-a-prize mode the -- winning a prize -- a mode -- corresponding -- distribution of profits -- beforehand -- not setting -- a \*\* -- the above -- " -- a bonus -- a game -- " -- the same -- a liquid crystal display -- six -- a screen -- adjustable -- a display -- carrying out -- three -- a \*\* -- a symbol -- a train -- six -- L -- six -- C -- six -- R -- having stopped -- the time -- a center -- a line -- 14 -- ' -- a top -- being located -- a symbol (number) The medal of predetermined number of sheets pays out by the distribution of profits for which it opted.

[0100] Although the display image for the display of the adjustable display-control state of an original game or another game is displayed on the liquid crystal display 6 of an example of the display means in this invention as above, you may display the picture which shows the number of times of generating or the incidence rate of winning a prize or HAZURE in the history of the past game result, i.e., the already digested game, besides these displays. For this reason, if a display change button is prepared in the place (for example, under a display window) where the transverse plane of the slot machine of drawing 1 is suitable and a game person pushes this at the arbitrary times in a game, the screen of a liquid crystal display 6 will be changed

to winning a prize, or the number of times of generating of HAZURE or the display of an incidence rate, and when a game person pushes a button again, it is made to return to a front screen. By the above-mentioned history display, a game person can judge whether it is the base out of which a hit of the game machine which is going to begin a game tends to come.

[0101] As a picture which shows such a game history, as shown in drawing 31, digital display can be carried out in a number as carries out the analog display of winning a prize after a game start, or the survival rate (for example, winning a prize assumed to generate in 10,000 times of games or % of the number of times of HAZURE) of HAZURE with a pie chart as shown in a bar graph as shown in drawing 31 and drawing 32, or drawing 33 or shows it to drawing 34. The operation for these displays is performed by the microcomputer of a slot machine 1, or CPU (in a certain case) of liquid-crystal-display 6 the very thing.

[0102] In detail, in the example of drawing 31, "7", "BAR", a "bell" (figure), and a "cherry" (figure) are shown as a pattern (symbol) which constitutes the pattern combination of winning a prize, and each survival rate is displayed on the screen of a liquid crystal display 6 about these patterns and other patterns (symbol used as "HAZURE"). As a pattern "7" is shown in drawing 32 as an example, the bar graph showing the survival rate (%) for every pattern at the power up of a slot machine 1, or the time of reset lighting or the portion displayed brightly — 100% of state — it is (drawing 32 A) — While the game is repeated, whenever the state of "7-7-7" of being becoming it a great success arises [ the pattern combination at the time of a halt of three rotation reels 4L, 4C, and 4R ], lighting or the bright portion decreases by a unit of 10% (drawing 32 B-D). moreover, lighting which expresses the survival rate (%) for every pattern also with the pie chart of drawing 33 or an emphasis portion — great success — being generated — whenever — decreasing. The same is said of other patterns. In the digital display of drawing 34, the number which expresses a survival rate (%) for every pattern changes.

[0103] Although the slot machine of the above-mentioned example is a game machine of an automatic-stay control system which does not need earth-switch operation, it may be a game machine which the game machine of this invention possesses the earth switch corresponding to each reel, and makes earth-switch operation by the game person the condition precedent of each reel. In this case, the adjustable display of the symbol trains 6L, 6C, and 6R of another game by the liquid crystal display 6 shown in drawing 30 can also be constituted so that it may be made to stop by earth-switch operation of a game person.

[0104] Moreover, the liquid crystal display 6 of an example of a display means may also be in the upper position of display windows 3L, 3C, and 3R, as shown not only in the position of drawing 1 but in drawing 35.

[0105] Furthermore, as adjustable display, you may use an electric display means like a CRT display or a liquid crystal display other than a mechanical display means like the rotation reel of an example. Moreover, you may be a game machine



possessing the adjustable display with which three or more patterns are displayed on each display window, and two or more winning-a-prize lines become effective under predetermined conditions.

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[Translation done.]

**\* NOTICES \***

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1. This document has been translated by computer. So the translation may not reflect the original precisely.

2. \*\*\*\* shows the word which can not be translated.

3. In the drawings, any words are not translated.

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**DESCRIPTION OF DRAWINGS**

[Brief Description of the Drawings]

[Drawing 1] The perspective diagram showing the appearance of the slot machine of the example of this invention.

[Drawing 2] The block diagram showing the circuitry used for the slot machine of drawing 1.

[Drawing 3] The flow chart which shows a part of control action of an example.

[Drawing 4] The changes view of the display image of a liquid crystal display.

[Drawing 5] The changes view of a display of super reach production.

[Drawing 6] Drawing showing the example of the display state before the adjustable display start of an example, and the display image of a liquid crystal display.

[Drawing 7] Drawing showing the display state after an adjustable display start, and the display image of a liquid crystal display.

[Drawing 8] Drawing showing the place where "Pegasus" appeared in the display state after an adjustable display start, and the display image of a liquid crystal display.

[Drawing 9] Drawing showing the place where the "bird" appeared in the display state after an adjustable display start, and the display image of a liquid crystal display.

[Drawing 10] Drawing showing the place where the "beer bottle" appeared in the display state after an adjustable display start, and the display image of a liquid crystal display.

[Drawing 11] Drawing showing the display image of a liquid crystal display with the display state when turning off an adjustable display without reach production.

[Drawing 12] Drawing showing the place which the adjustable display displayed the reach state and displayed the picture which expresses reach decision to the display screen of a liquid crystal display.

[Drawing 13] Drawing showing the place where the reach state was displayed, and the adjustable display usually rioted to the display screen of a liquid crystal display at, and displayed the picture on it.

[Drawing 14] Drawing showing the place which the adjustable display displayed the reach state and displayed the picture which expresses a super reach production start to the display screen of a liquid crystal display.

[Drawing 15] an adjustable display — a reach state, — displaying — the display screen of a liquid crystal display — " — drawing showing the place which rioted and displayed the horse quiescence" picture

[Drawing 16] Drawing showing the place which displayed the pattern from which the display when turning off an adjustable display will be "per smallness", and displayed the picture corresponding to it on the display screen of a liquid crystal display.

[Drawing 17] Drawing showing the place where the adjustable display displayed the reach state at and displayed the "begging dance man appearance" picture on the display screen of a liquid crystal display.

[Drawing 18] Drawing showing the place where the adjustable display displayed the reach state at and displayed the "dust start" picture on the display screen of a liquid crystal display.

[Drawing 19] Drawing showing the place where the adjustable display displayed the reach state at and displayed the "dust end" picture on the display screen of a liquid crystal display.

[Drawing 20] Drawing showing the place which the adjustable display displayed the reach state and displayed the picture which reports the start of slow motion reproduction to the display screen of a liquid crystal display.

[Drawing 21] Drawing showing the place where the adjustable display displayed the reach state at and displayed the screen of the beginning of slow motion reproduction on the display screen of a liquid crystal display.

[Drawing 22] Drawing showing the place where the adjustable display displayed the reach state at and displayed the screen in front of the end of slow motion reproduction on the display screen of a liquid crystal display.

[Drawing 23] Drawing showing the place which displayed the pattern from which the display when turning off an adjustable display will be "per smallness", and displayed the screen of the last of the slow motion reproduction corresponding to the adjustable display on the display screen of a liquid crystal display.

[Drawing 24] Drawing showing the place where the adjustable display displayed the reach state at and displayed the picture "for which he is disguised as a pierrot" on the display screen of a liquid crystal display.

[Drawing 25] Drawing showing the place which displayed the picture "for which he is disguised as a pierrot" on the display state after an adjustable display start, and the

display image of a liquid crystal display.

[Drawing 26] Drawing showing the place which displayed the pattern from which the display when turning off an adjustable display will be "HAZURE", and displayed the picture corresponding to it on the display screen of a liquid crystal display.

[Drawing 27] Drawing showing the place which displayed the pattern to which the display when turning off an adjustable display will be "becoming it a great success", and displayed the picture corresponding to it on the display screen of a liquid crystal display.

[Drawing 28] The flow chart which shows the procedure in the case of displaying another game on the liquid crystal display of an example.

[Drawing 29] The flow chart following drawing 28.

[Drawing 30] Drawing showing the example of the display image of another game performed by the liquid crystal display of an example.

[Drawing 31] Drawing showing the state of displaying the survival rate of each pattern by the bar graph by the liquid crystal display of an example.

[Drawing 32] Drawing showing the example of change of a bar graph display about one pattern of drawing 31.

[Drawing 33] Drawing showing the case where the survival rate of one pattern is displayed with a pie chart.

[Drawing 34] Drawing showing the state where the survival rate of each pattern is numerically displayed by the liquid crystal display of an example.

[Drawing 35] The perspective diagram showing the appearance of the slot machine with which the positions of a liquid crystal display differ.

[Description of Notations]

1 [ — Display window, ] — A slot machine, 2 — A cabinet, 3L, 3C, 3R 4L, 4C, 4R [ — Liquid crystal display, ] — A reel, 5 — A start lever, 6 7 [ — 1-BET switches 9 and 10 / — Maximum BET switch, ] — Medal input port, 8 — A spin switch, 9 11 [ — Medal receptacle section, ] — A C/P switch, 12 — A medal expenditure mouth, 13 14 — A winning-a-prize line, 15L, 15C, 15R — Stepping motor, 16 [ — CPU, 22 / — ROM, ] — A liquid crystal drive circuit, 20 — A microcomputer, 21 23 [ — A counting-down circuit, 26 / .... A random number generator, 27 / — A random number sampling circuit, 30 / — A hopper, 31 / — A motorised circuit, 32 / — A hopper drive circuit, 34 / — A reel position detector, 35 / — A medal detecting element, 36 / — The completion signal circuit of expenditure. ] — RAM, 24 — A clock pulse generating circuit, 25

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[Translation done.]

\* NOTICES \*

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1. This document has been translated by computer. So the translation may not reflect the original precisely.

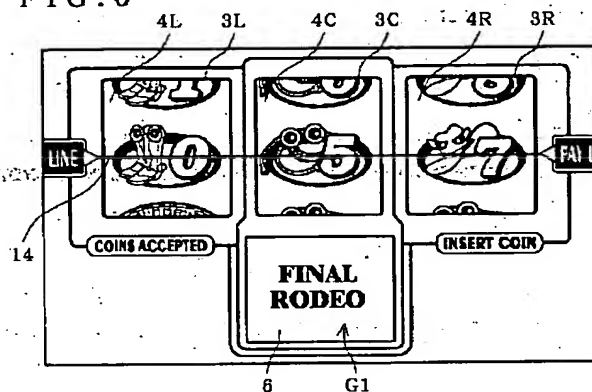
2. \*\*\*\* shows the word which can not be translated.

3. In the drawings, any words are not translated.

## DRAWINGS

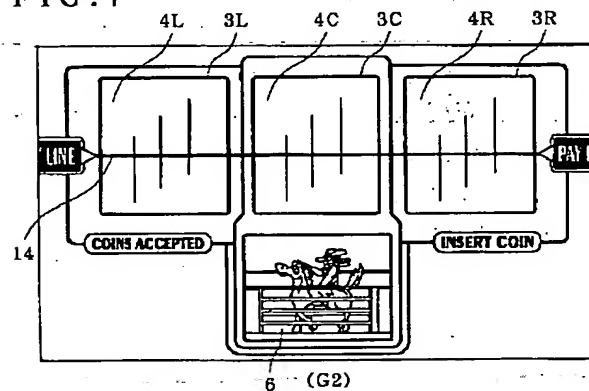
[Drawing 6]

FIG. 6



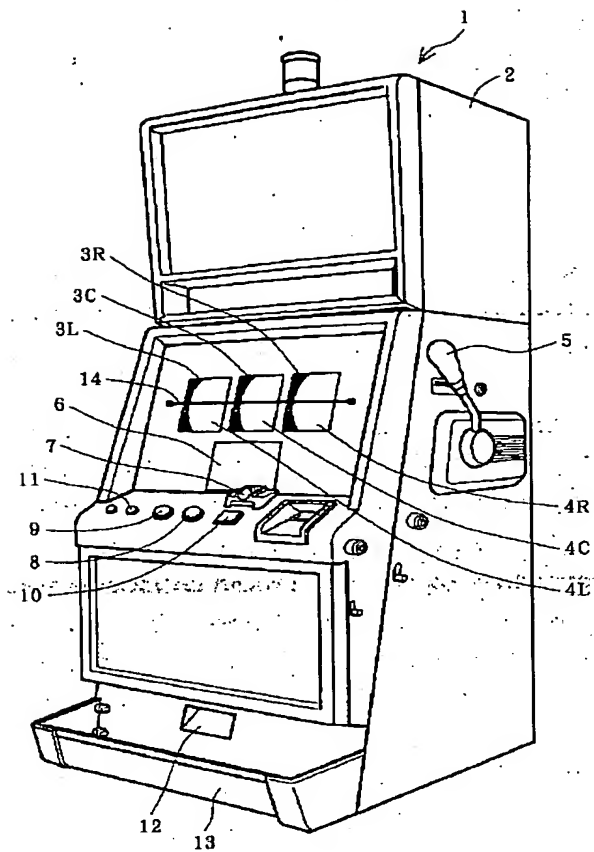
[Drawing 7]

FIG. 7



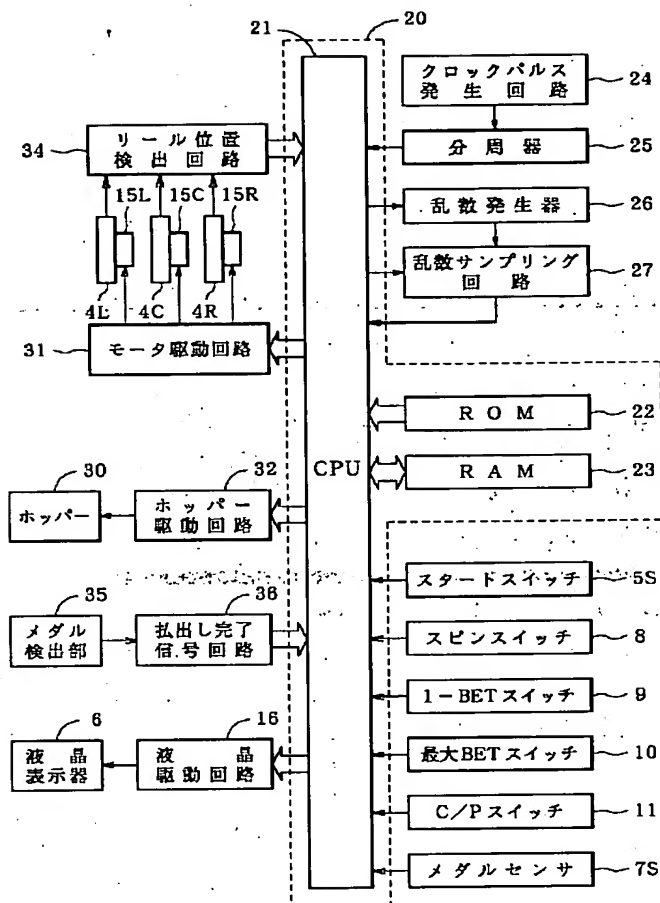
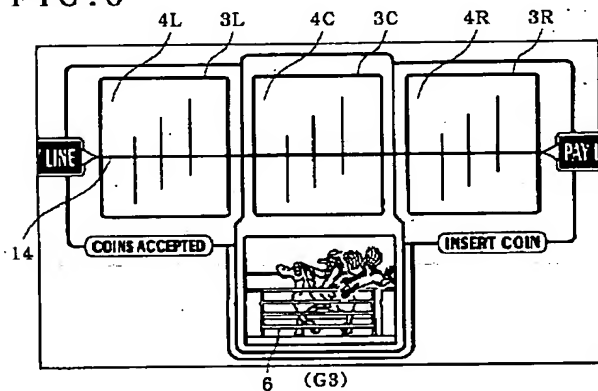
[Drawing 1]

FIG. 1



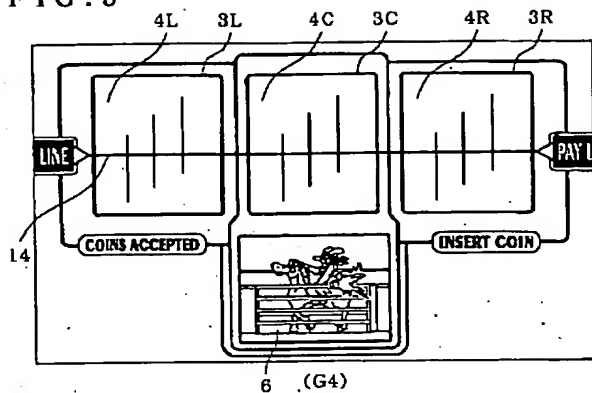
[Drawing 2]

FIG. 2

[Drawing 8]  
FIG. 8

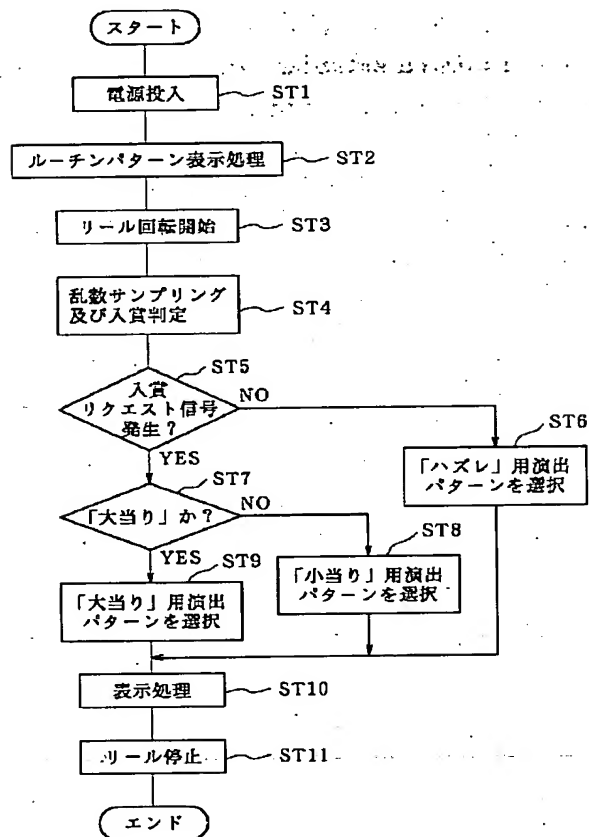
[Drawing 9]

FIG. 9



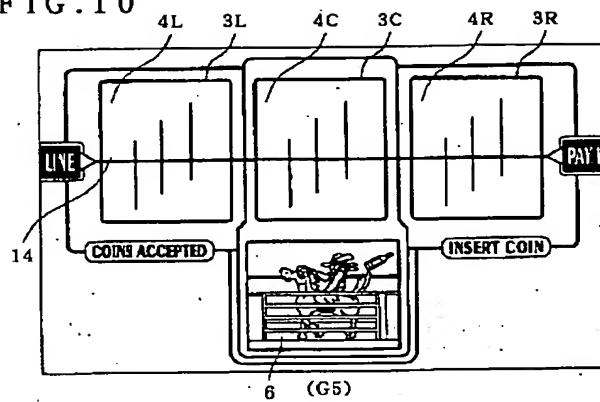
[Drawing 3]

FIG. 3



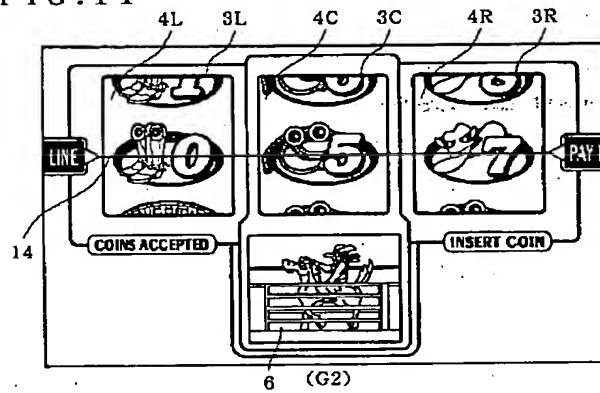
[Drawing 10]

FIG. 10



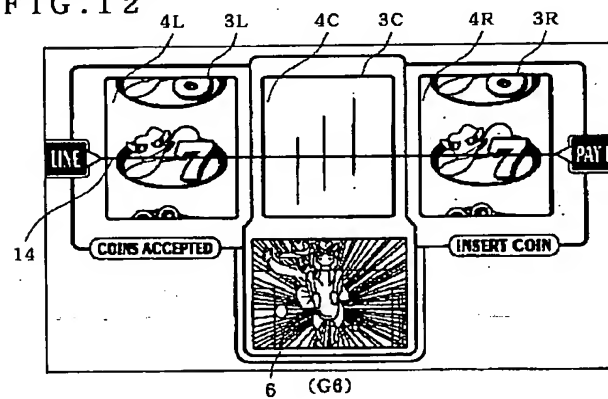
[Drawing 11]

FIG. 11



[Drawing 12]

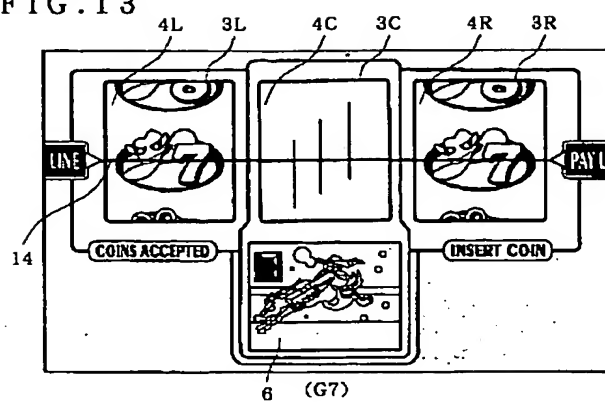
FIG. 12



[Drawing 13]

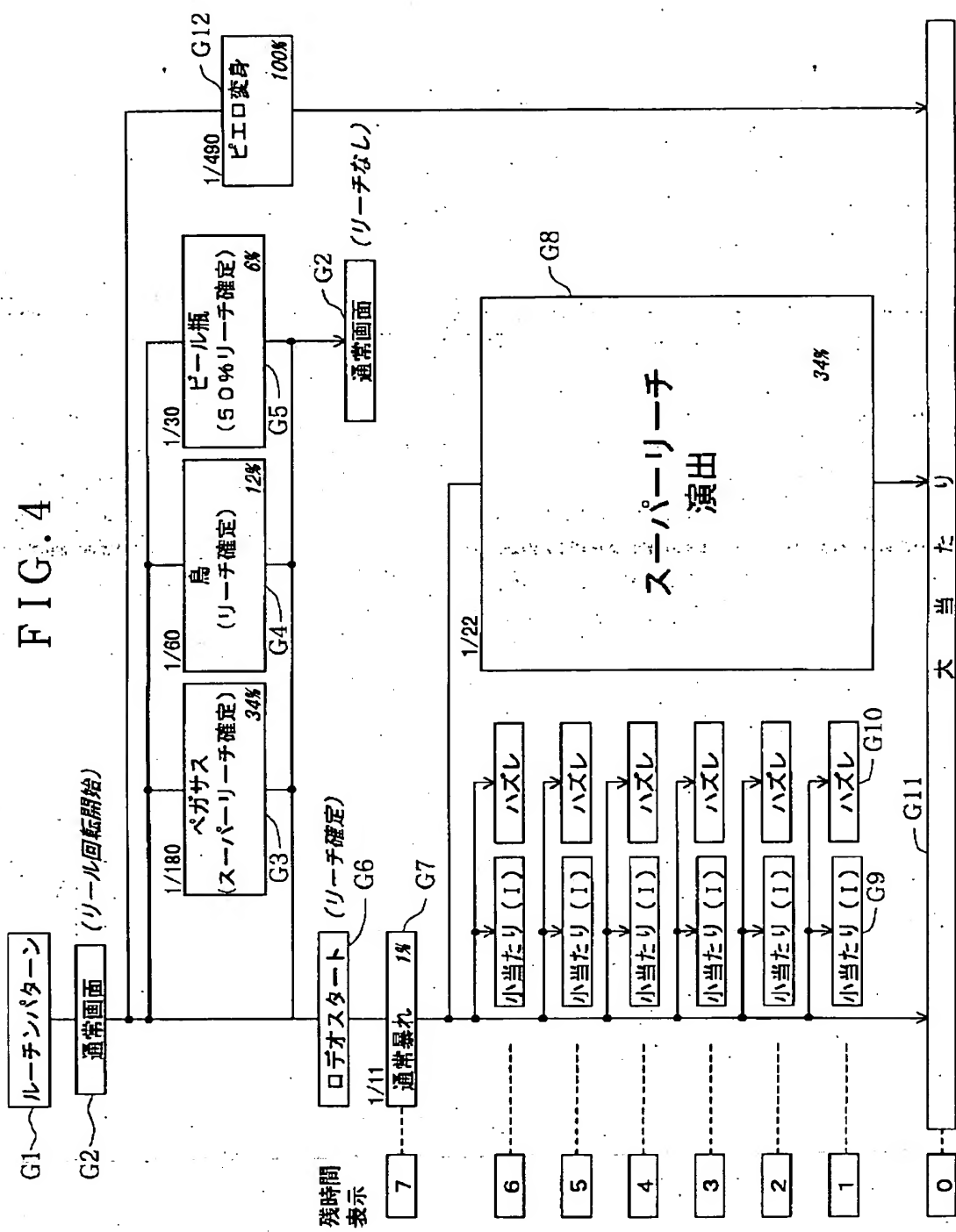


FIG. 13



[Drawing 4]

FIG. 4



[Drawing 5]

FIG. 5

G8 (スーパーリーチ演出)

残時間  
表示

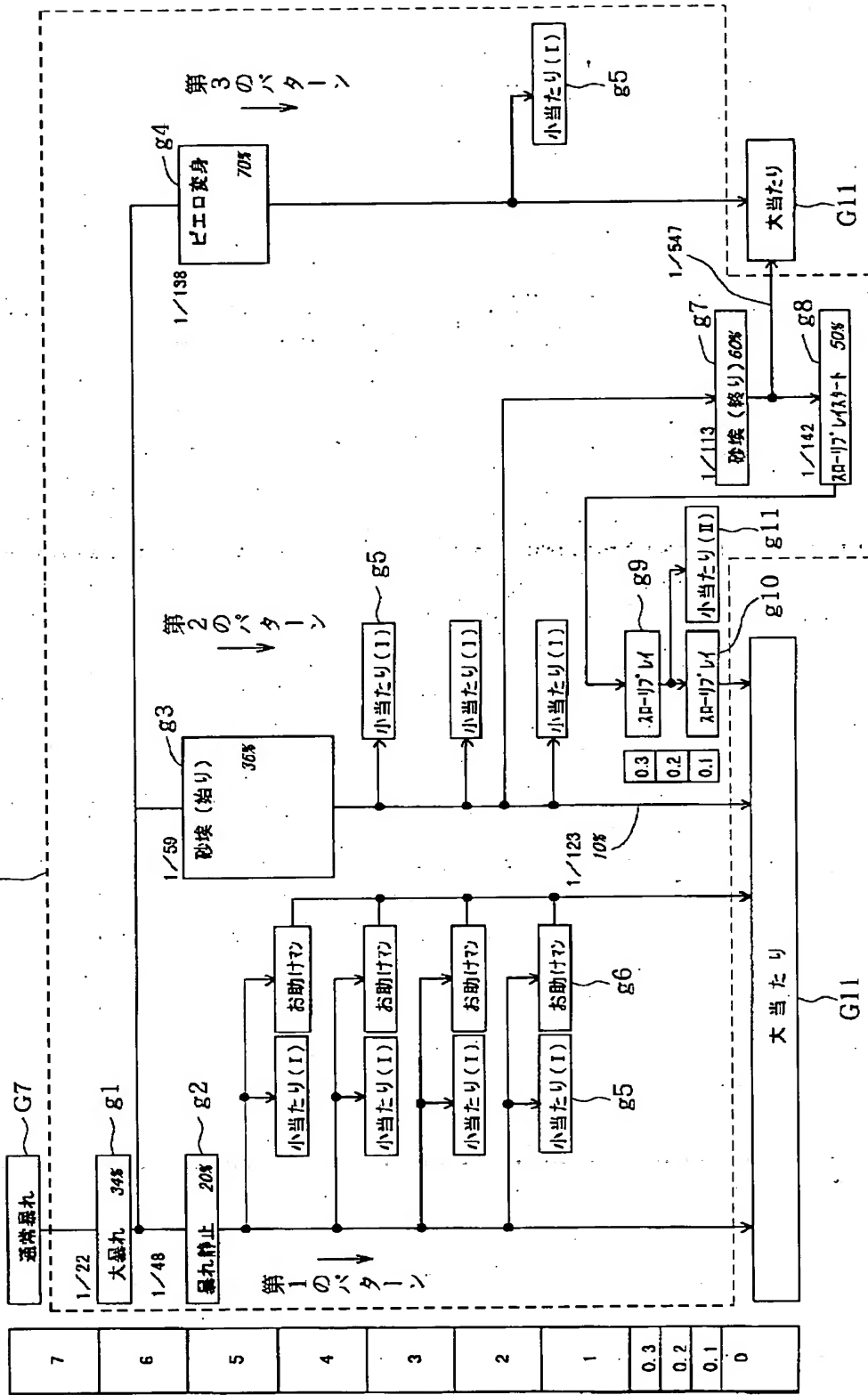
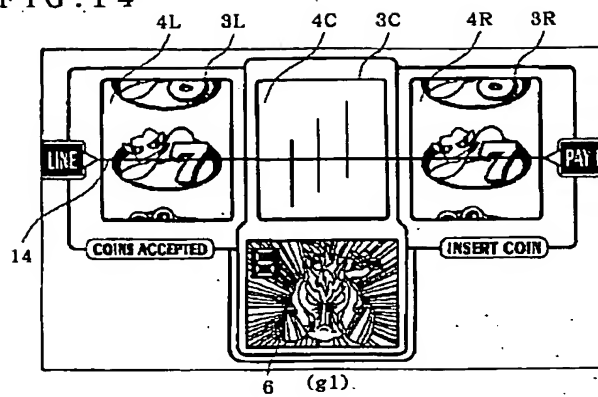
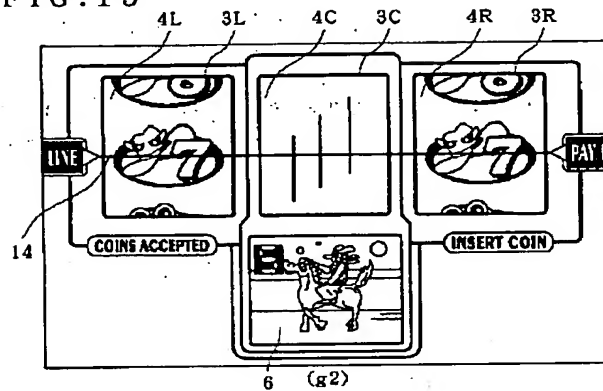


FIG. 14



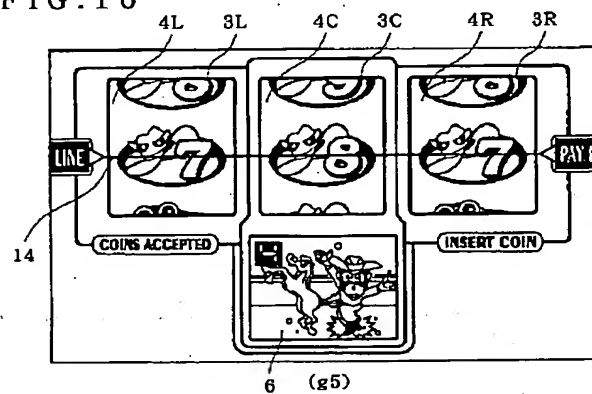
[Drawing 15]

FIG. 15



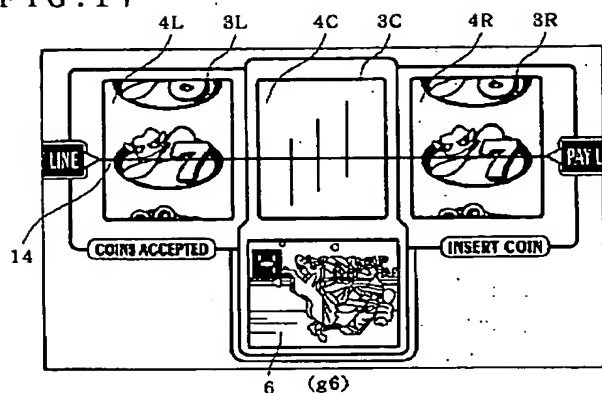
[Drawing 16]

FIG. 16



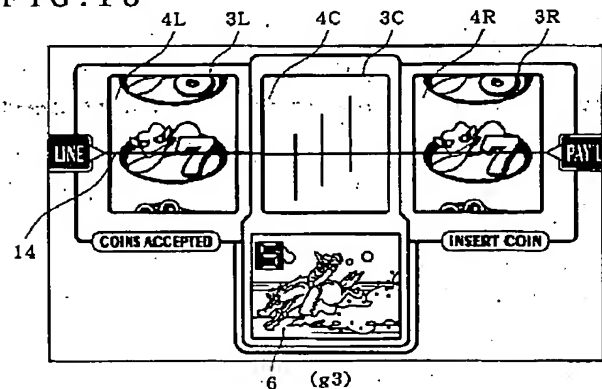
[Drawing 17]

FIG. 17



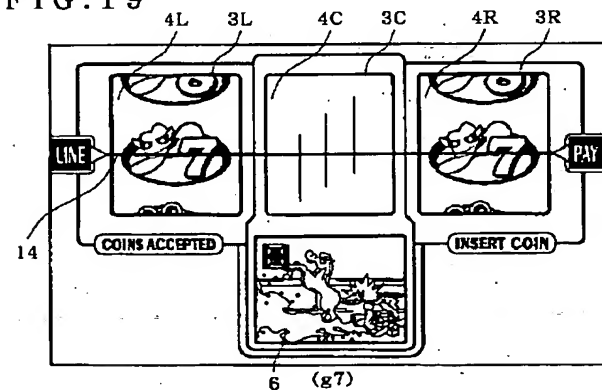
[Drawing 18]

FIG. 18



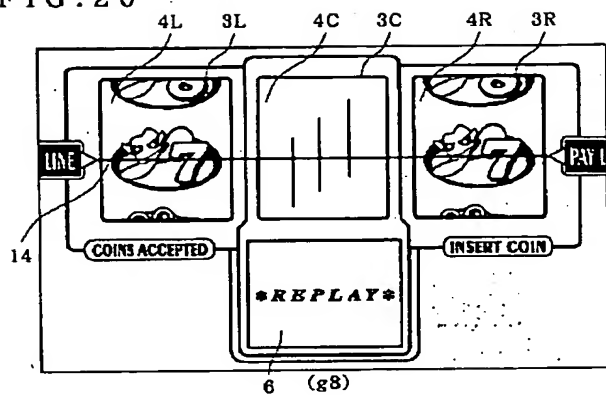
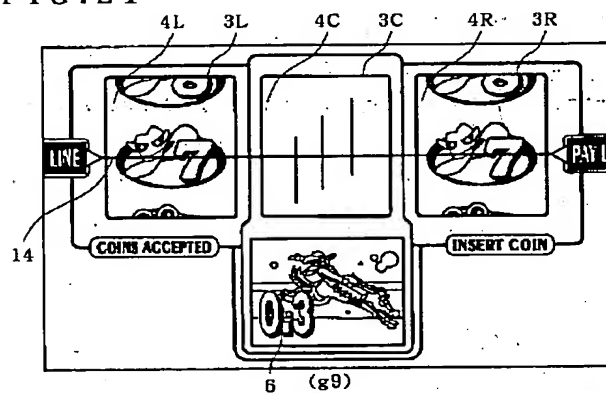
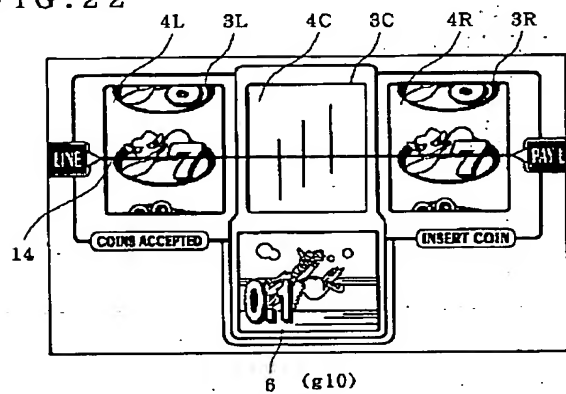
[Drawing 19]

FIG. 19



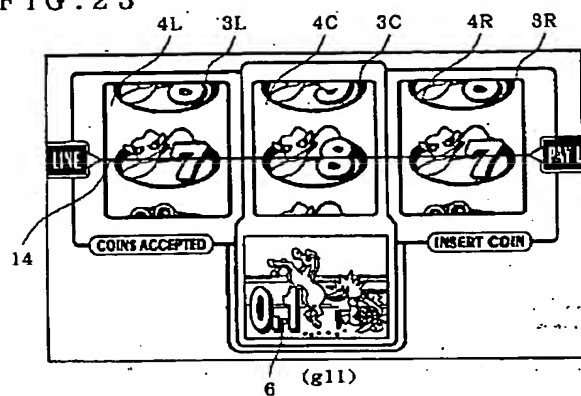
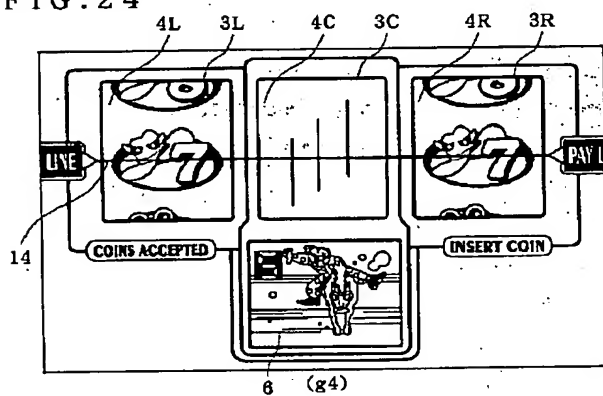
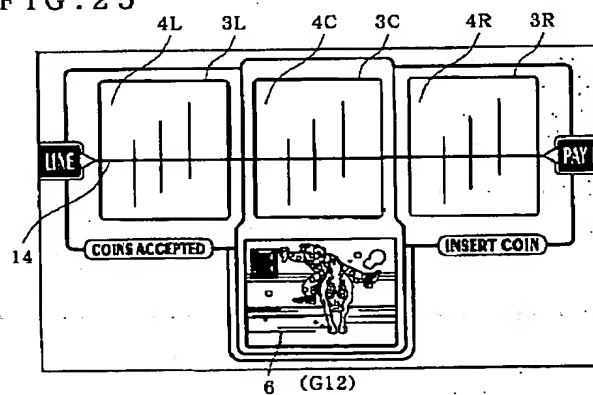
[Drawing 20]

FIG. 20

[Drawing 21]  
FIG. 21[Drawing 22]  
FIG. 22

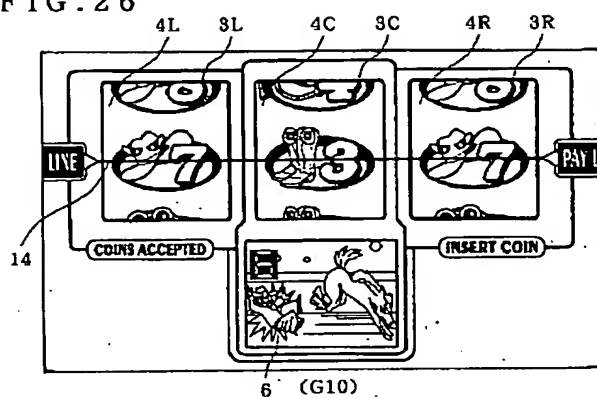
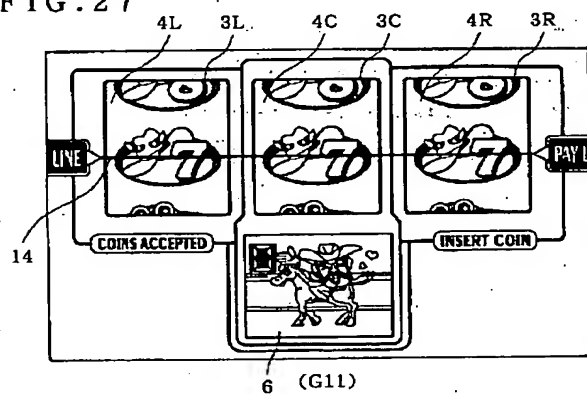
[Drawing 23]

FIG. 23

[Drawing 24]  
FIG. 24[Drawing 25]  
FIG. 25

[Drawing 26]

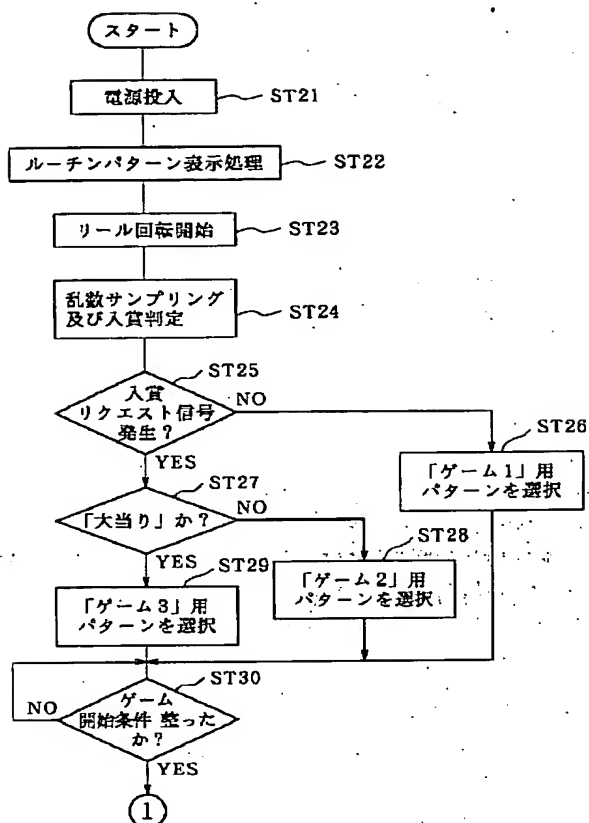
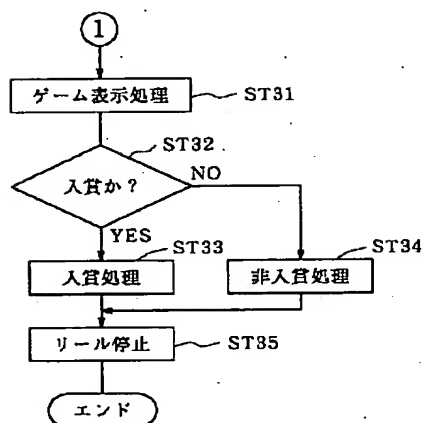
FIG. 26

[Drawing 27]  
FIG. 27

[Drawing 28]

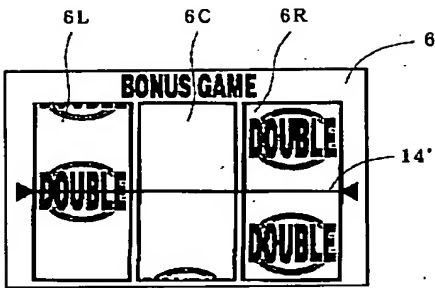


FIG. 28

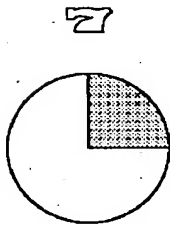
[Drawing 29]  
FIG. 29

[Drawing 30]

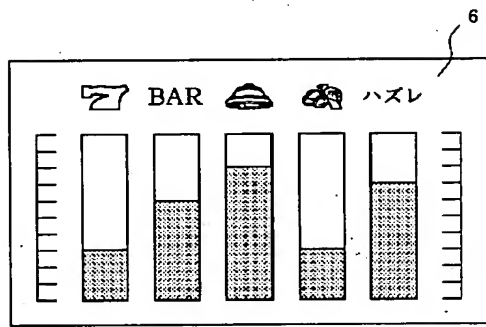
FIG. 30



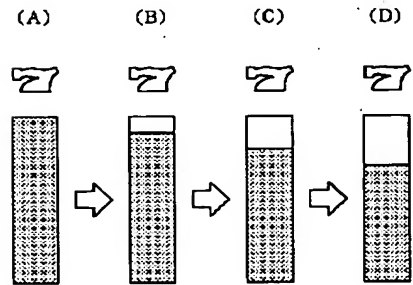
[Drawing 33]  
FIG. 33



[Drawing 31]  
FIG. 31



[Drawing 32]  
FIG. 32

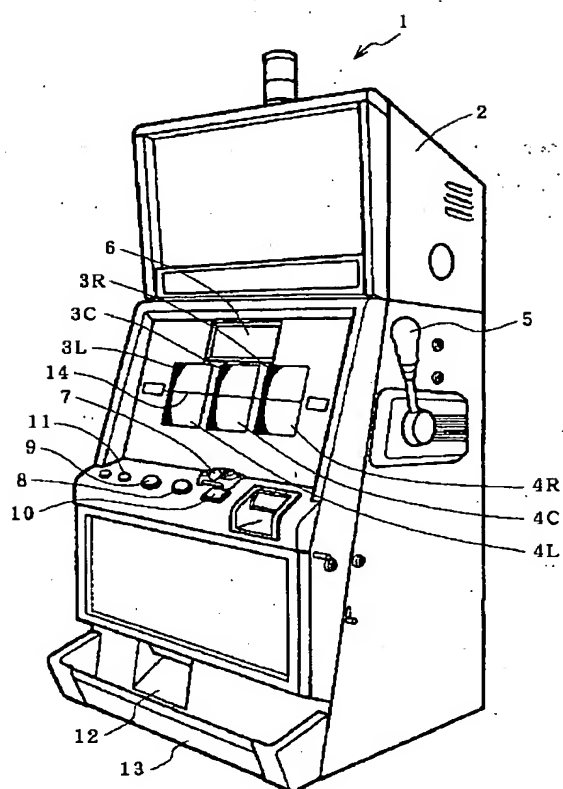


[Drawing 34]  
FIG. 34

BAR    パズレ

20	50	15	30	40
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[Drawing 35]  
FIG. 35



[Translation done.]